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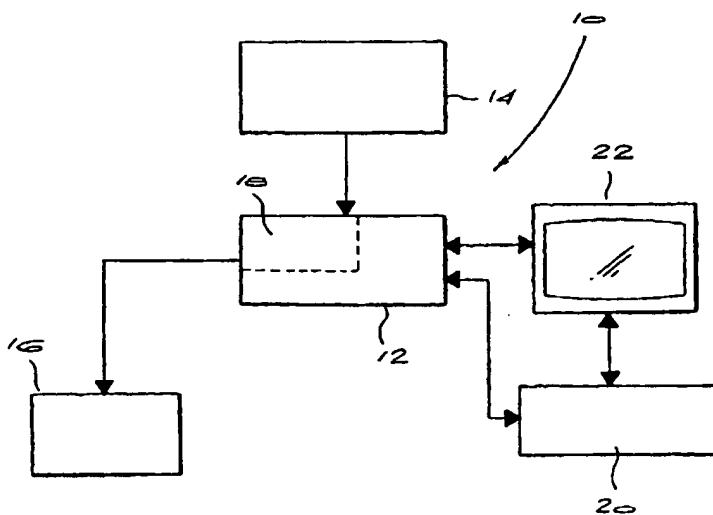
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(54) Title: AN INTERACTIVE COMPUTER-BASED GAMING SYSTEM



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(57) Abstract: An interactive computer-based gaming system (10) includes a display screen (22) comprising a betting card which takes the form of a matrix divided into ten legs. The game commences once a series of ten numbers are drawn by a random number generator (12) and inserted into the legs of the betting card. Thereafter, a first string of winning numbers in a results card is generated, the first string corresponding to the first leg of the betting card. To determine whether a player has won anything involves comparing the winning numbers in each of the columns of the results card to the corresponding legs of the betting card to see whether there are any matching numbers. After the first string of winning numbers is generated, the player has an opportunity of either drawing further strings of winning numbers with a view to obtaining further matches, or withdrawing a portion or all the winnings to date.

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AN INTERACTIVE COMPUTER-BASED GAMING SYSTEM

BACKGROUND OF THE INVENTION

THIS invention relates to an interactive computer-based gaming system.

Gaming systems and lotteries in which players actively participate in a game and win money according to the outcome of the game are hugely popular. Apart from lotteries, most games of this type are played in secured environments such as casinos, which are not accessible to everyone.

One significant disadvantage of lotteries is that the player has minimal input, and has very little or no control both over manipulation of the odds and over manipulation of the outcome of the game.

CONFIRMATION COPY

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SUMMARY OF THE INVENTION

According to a first aspect of the invention there is provided an interactive computer-based gaming system for playing a game, the system comprising:

funds acceptance means for accepting funds from a player;

funds delivery means responsive to the outcome of the game;

user interface means for allowing the user to interact with the game;

game control means for controlling the operation of the game, the game control means being responsive to the funds acceptance means, and including generator means for generating a plurality of winning object strings from a set of objects; and

game display means controlled by the game control means and the user interface means, the game display means including means for generating a plurality of legs, with each leg being arranged to receive at least one object drawn from the set of objects,

wherein the game control means is arranged to compute a payout in the event of a predetermined correlation existing between the at least one drawn object and the winning object string in respect of a particular leg and to allow the player selectively to receive at least a portion of the payout and/or to progress to the next leg.



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Preferably, the user interface means includes odds varying means for enabling the player to vary the odds in a particular leg during play. The odds varying means includes drawn object varying means for dynamically varying the number of drawn objects in a leg during play. In addition, the odds varying means further includes object string varying means for dynamically varying the number of generated objects in the winning string which are to be correlated with the at least one drawn object during play.

Advantageously, the gaming system includes dynamic withdrawal means for enabling a player-determined percentage of the payout to be withdrawn during the course of the game.

Preferably, the drawn objects are player-designated or drawn.

Typically, the winning object strings are randomly or pseudo-randomly generated number strings, with the objects being numbered from 0 – 9.

In one form of the invention, the game display means is a printed ticket which is designed or selected by the player and printed prior to the payout being computed.

According to a second aspect of the Invention there is provided a method of playing a game, the method comprising the steps of:

accepting funds from a player;

generating a plurality of winning object strings from a set of objects;

displaying a plurality of legs, each leg being arranged to receive at least one object drawn from the set of objects;

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computing a payout in the event of a predetermined correlation existing between the at least one drawn object and the winning object string in respect of a particular leg; and

enabling the player selectively to receive at least a portion of the payout and/or to progress to the next leg.

Preferably, the method further includes the step of varying the odds in a particular leg during play.

Advantageously, the odds can be varied by dynamically varying the number of drawn objects in a particular leg during play. In addition, the odds can be varied by dynamically varying the number of generated objects in the winning object string which are to be correlated with the at least one drawn object during play.

Preferably, the method includes the step of enabling the withdrawal of a player-determined percentage of the payout during the course of the game.

Typically, the step of generating a plurality of winning object strings from a set of objects includes the step of generating random or pseudo-random number strings, with the objects being numbered from 0 - 9.

In one form of the invention, the method includes the step of printing a ticket comprising the plurality of legs prior to the payout being computed.

According to a third aspect of the invention there is provided a gaming ticket comprising:

a wager indicator for indicating the quantum of a wager laid by a player;

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a customized betting zone comprising a plurality of legs, with each leg comprising a plurality of sub-zones in which objects pre-selected by the player from a set of objects are printed; and

a dynamic withdrawal indicator for allowing the player selectively to receive at least a portion of a payout and/or to progress to the next leg, the payout being computed in the event of a predetermined correlation existing between the at least one drawn object and a winning object string subsequently generated.

The gaming ticket typically includes a results card for receiving the winning object string from the set of objects.

Preferably, the gaming ticket includes an odds varying indicator for indicating how the odds in a particular leg have been varied.

BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 shows a highly schematic block diagram of a computer-based gaming system of the invention;

Figures 2A - 2J show typical printouts of an interactive display screen forming part of the gaming system and illustrating an exemplary game in progress;

Figure 3 shows a flowchart illustrating the main routine which the gaming system of the invention follows; and

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Figures 4A to 4G show flowcharts illustrating the various sub-routines followed by the gaming system of the invention.

DESCRIPTION OF EMBODIMENTS

Referring first to Figure 1, a gaming system 10 of the invention has at its heart a software-based game controller 12 for controlling the operation of the game. Funds acceptance means 14 such as a debit or credit card acceptance device, a cash acceptance device or a modem-link funds transfer device is connected to the game controller 12. Similarly, the game controller 12 is connected via an output to funds delivery means 16. The funds delivery means 16 may also form part of a modem-linked funds transfer system. An internal account database 18 is incorporated into the software of the game controller 12, and keeps track of the debit or credit status of the player's account. A user interface 20 is connected to the game controller 12, and may take the form of a keypad, a mouse, a joystick or any other conventional user interface device which interfaces with a screen 22 providing an interactive screen display of the type illustrated in Figures 2A to 2J and generated by the software at the heart of the game controller 12.

The operation of the game will now be described with reference to the flowcharts of Figures 3 and 4A to 4G with reference to the typical display screen printouts of Figures 2A – 2J. In order to start a game, the details of a particular player are entered, as is shown in Figure 3, and the identified player is then required to enter some form of legal tender into the system via the funds acceptance means 14. This may be achieved in a number of ways, including physical notes and coins, a debit or credit card reader, a smart card reader or any other funds transfer routine from a player's account using a suitably secured funds transfer method. The value of the tender accepted by the funds acceptance means is stored in the internal account database 18

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which keeps a running tally of the balance in the player's account. It is then created in the manner indicated in the Figure 4B sub-routine. In the exemplary example, the player has submitted a tender of R500 000, as shown in the Balance indicator 23.

The display screen of Figure 2A shows a typical betting card 24 with the value of the player's tender shown at 26. The card 24 takes the form of a 10x10 matrix divided into 10 columns or legs 24.1 to 24.10. At the start of the game, the player has to lay his or her wager 27, as shown in Figure 2A, for that particular card, with the wager 27 being variable for each card 24. In the illustrated example, the player has wagered an amount of R1.00. For each wager 27 laid by the player, the card's background, or some other designated area of the card 24, becomes a colour which is specific to the amount laid in order to remind the player of the amount which has been laid. Thereafter, a series of 10 numbers are drawn by a random or pseudo-random number generator, as shown in Figure 2B. In the illustrated example, the number series 6 1 7 9 7 8 2 6 0 2 has been generated, with each successive number appearing at the head of each column 24.1 to 24.10. Figure 2B also clearly shows that as a result of the R1.00 wager, the Balance indicator 23 reflects an amount of R499 999 and the current value of the card 24 is R1.00, as shown at 26.

There are a number of different ways in which the betting card can be customized to suit the needs of the player. As a first option, subtract and add "buttons" 28 and 30 can be used to increase or decrease the number of required numbers drawn per column. By way of example, by clicking on the add button 30 three times, the additional numbers 8, 9 and 3 appear in the first column 24.1 as shown in Figure 2C. Since the player has bet R1.00 for the initial series of 10 numbers it will cost the player an additional R1.00 to place each of the additional numbers 8, 9 and 3. The player then continues to prepare the betting card by adding a number (3) to the second column 24.2.

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Since R1.00 stakes are being used, the amount bet will effectively double to R8.00. The addition of the drawn numbers 0 and 5 in the third column 24.3 will increase the stake to R24.00, and the wager will be increased to R96.00 by addition of three more numbers in the fourth column 24.4. It can clearly be seen that the original R1 wager has been increased to R96 by virtue of the player increasing the chances of winning by $4 \times 2 \times 3 \times 4 = 96$. The R96.00 wagered amount corresponds to the current value of the card, and is indicated at 26, and a corresponding decrease of R96.00 in the player's balance is also indicated at 23.

The player can still make further adjustments to the betting card 24, by using up and down arrows 32 and 34 respectively to further vary the odds, as will be explained with reference to Figures 2D and 2E. Figures 4C and 4D illustrate the sub-routines involved in doing so. These up and down arrows 32 and 34 are used to adjust, in a lower row selector square 36, the number of winning numbers to be considered, once the game is in progress, as will be explained in more detail further below. By way of example, in the first three row select squares 36.1, 36.2 and 36.3, the first three rows of winning numbers have been selected as indicated by the brown, dark green and light blue bands 38. In the fourth row select square 38.4, the first four rows have been selected, with the addition of the purple band 38.1. This increases the winning odds, but as a result the goal or winning total is proportionately reduced. In the present case, for example, the winning total is reduced by a factor of $3 \times 3 \times 3 \times 4 = 108$, so that the original winning total of R100 000 000, as shown in Figure 2D, is reduced to R925 925.93 as shown in Figure 2E.

Once the betting card has been set up, the start button 40 is clicked, and this has the effect of generating a first string of winning numbers 42 in a results card 44, as shown in Figure 2E. The results card 44 comprises a similar 10x10 matrix, with the various columns 44.1 to 44.10 corresponding to the columns 24.1 to 24.10. For ease of reference, each successive row in each of the

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columns is colour coded in the order brown, dark green, light blue, dark blue, purple, light green, red, violet, yellow and blue.

To determine whether a player has won anything involves comparing the rows or the so-called winning numbers in each of the columns 44.1 to 44.10 to the betting legs of columns 24.1 to 24.10. The number of rows of each results column 44.1 to 44.10 which are to be taken into consideration depends on the number of winning numbers the player has requested, using the up and down arrows 32 and 34. In the results columns 44.1 to 44.10, the numbers being considered are highlighted so as to distinguish them from the numbers in the results column which are not being considered.

In the particular Figure 2E example therefore, the first three winning numbers, namely 2, 0 and 6, are compared with the corresponding numbers appearing in the first column of the betting card, namely 6, 8, 9 and, with there being a match for number 6. The matched number is then highlighted on the betting card 24 so as to indicate that it is a winning number. The effect of obtaining one matching number is to proportionately reduce the number of remaining active lines from 96 as shown in Figure 2D to 24, as shown in Figure 2E. This figure is obtained by multiplying the 2 rows in column 2 by the remaining 3 rows in column 3 and again by the 4 rows in column 4. In addition, the current value of the card 24 has been reduced from R96.00 to R80.00, as indicated at 26.

At this stage, the player has an opportunity of either drawing further results columns 44.2 to 44.10 with a view to obtaining further matches between the betting card legs and the results columns, or withdrawing a portion or all the winnings to date. In the present example, we will assume that the player wishes to withdraw certain of his winnings. This is done by clicking on the Take button 46, after which a withdrawal window 48, as shown in Figure 2F, appears on the screen allowing the player to vary the percentage of winnings

-10-

from 0% to 100% that is to be withdrawn. By way of example, if the player in the present example wishes to withdraw 25% of his winnings to date, 25% of the winnings i.e. R20.00 is deducted from the current card value and added to the player's winnings box 50 and to the player's Balance indicator 23. Figure 4F indicates the payout sub-routine.

If, however, the player opts not to withdraw any of the winnings, then he or she would cycle through each column in the results card 44 until the card 24 is full or until there are no more matches. As the player progresses, provided there is sufficient balance in the account for obtaining the result for a particular column, the player may adjust the number of winning numbers in each results column which are to be considered by manipulating the up and down arrows 32 and 34 respectively, as described above. In the present example, as shown in Figure 2H, the second column 44.2 in the results card 44 yielded two matched numbers in that both the 1 and the 3 of the betting card leg 24.2 appear in the first three rows of the results column 44.2. The effect of this is to increase the winnings to R246.87 and to keep the number of remaining active lines at 24, in view of the fact that both numbers of the column 24.2 were winning numbers.

The player also has the option of activating the odds or evens "button" 52, which allows the player to wager an amount that the next number in the results card 44 will be either odd or even, as shown in the Odds/Even Wager window 54 of Figure 2I. In the present example, the next number was an odd number, as shown in Figure 2J, which resulted in the wagered amount (R50.00) being added to the winnings and to the Odds/Evens box 56. The odds and evens sub-routine is illustrated in more detail in Figure 4E.

The gaming system of the invention can be played in numerous different forms. For example, it may be a casino-based game, it can be played as a

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lottery, or it can be Internet-based, in which case it can be downloaded from a central secured server onto a player's terminal.

In one form of the invention, the card is purchased from selected outlets in the form of a printed ticket. Upon purchasing the ticket, the player may still customize the betting card, as described above. The main difference is that the player will need to decide beforehand at what stage, i.e. on which leg, the winnings are to be taken. It is envisaged that in this form of the invention the string of winning numbers would then be generated on a weekly basis, with all winning tickets then being taken to the various outlets to enable the player to collect the winnings.

In a further form of the invention, the player may prefer to purchase pre-designed tickets of varying denominations. Thus, for example, should the player wish to wager a total amount of R100, the card will automatically draw 5 numbers in the first leg, five numbers in the second leg and then 4 numbers in the third leg.

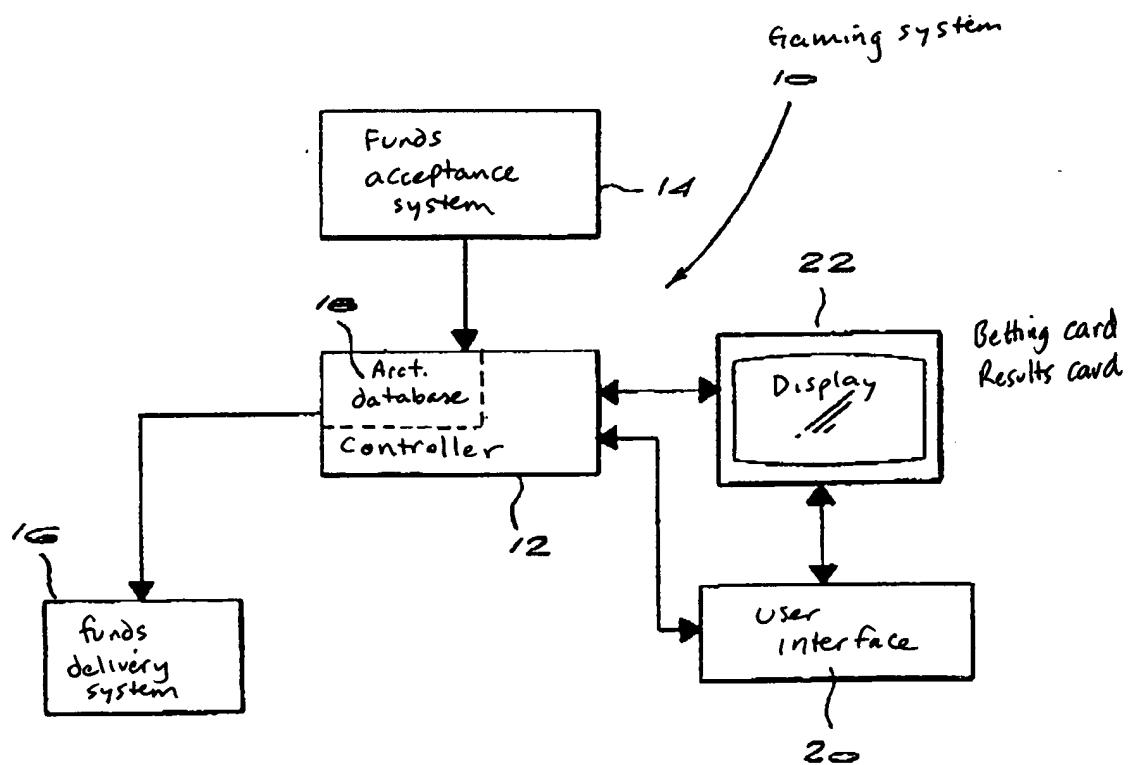
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2
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10×10 matrix

Betting Card

24

23

26

The image shows a vintage lottery ticket board. At the top, there are fields for 'Balance' (\$500.00), 'Current Value' (also \$500.00), 'Goal' (empty), 'Total Lines' (empty), 'Active Lines' (empty), 'R 0.00 Winnings' (empty), 'Wager Amount' (empty), '0 O/E Winnings' (empty), and 'R 0.00'. On the left, there's a sidebar with 'Goal' and 'Current Value' again, followed by 'Wager per Line', 'Wager Amount', 'Total Lines', and 'Active Lines'. The main area is a grid of 10 columns labeled 24-1 through 24-10. In the center of the grid is a box containing '\$27' with a checkmark below it. An arrow points to this '\$27' box. At the bottom, there are several small circular icons representing different lottery games.

leg

leg

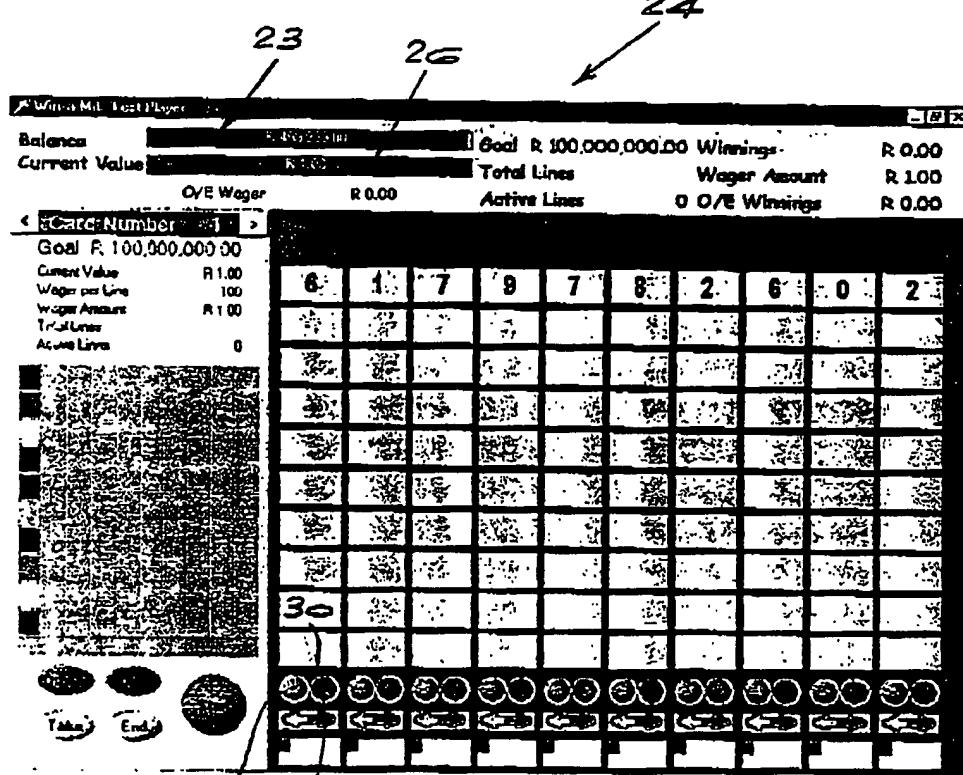
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3
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28
add

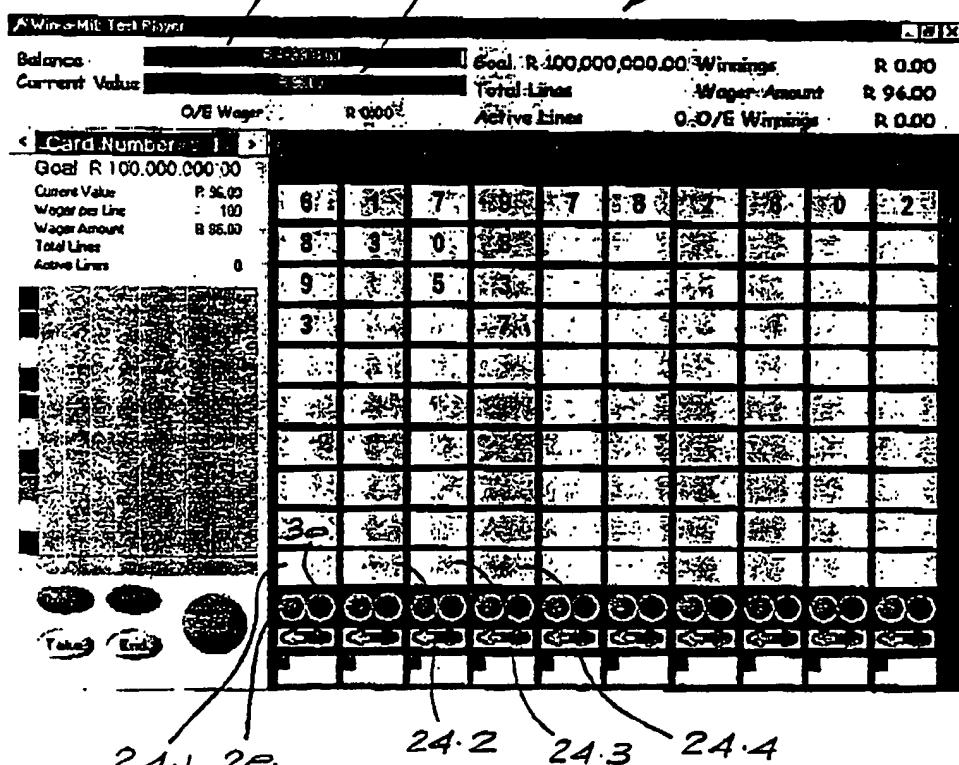
Subtract
it's per leg

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4
18



2c

$$\text{Card value} = \# \text{'s in leg 1} \times \# \text{'s in leg 2} \times \# \text{'s in leg 3} \times \# \text{'s in leg 4}$$

$$4 \times 2 \times 3 \times 4 = 96$$

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$$4 \times 2 \times 3 \times 4 = 96 \text{ active lines}$$

Selects #
of winning
#'s generated
per square 36

winning total reduced by factor

$$3 \times 3 \times 3 \times 4 = 108$$

Winning total of 100,000,000.00 is reduced to 925,925.93

$$100,000,000 \div 108 = 925,925.93$$

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Betting card value reduced by 1/6 from 96 to 80
BET3X4 Active Lines = 2+3+4 = 9 from 18 to 14

26

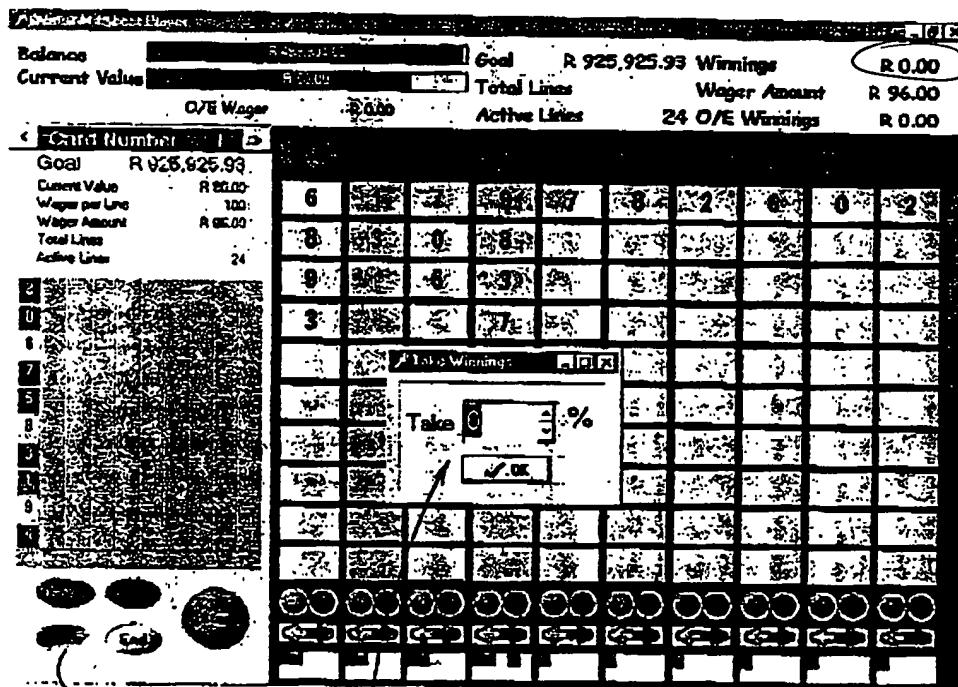
Wager-Mil Test Player											
Balance	R 4555.00	Goal	R 925,925.93	Winnings	R 0.00	Total Lines		Wager Amount	R 0.00	O/E Wager	R 0.00
Current Value	R 4555.00	Active Lines						24 O/E Winnings	R 0.00		
Card Number	1	Goal	R 925,925.93			6	1	7	29	37	82
Current Value	R 4555.00	Wager per Line	100			8	3	0	8		21
		Wager Amount	R 96.00			9		5	3		0
Total Lines		Total Lines				3		4	7		0
Active Lines	24	Active Lines	24			4		5	8		1
						5		6	9		4
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						7		8	11		10
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18



Winnings box

46
take button
"Cash out"

48 Withdrawal window allows varying % of payout

2F

25% of winnings = 20.00

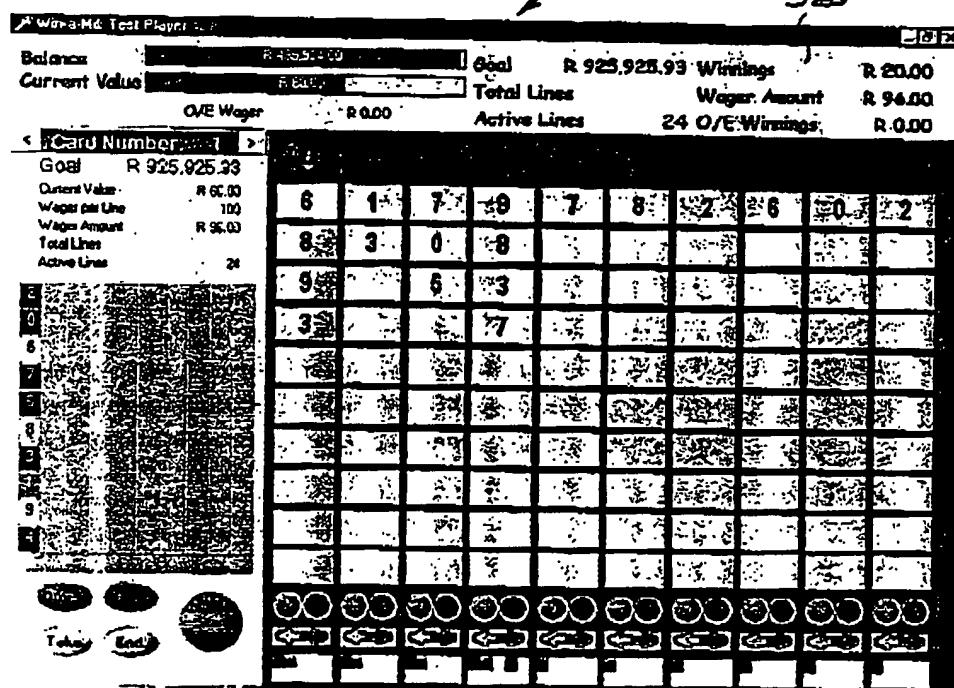
20.00 deducted from card value
20.00 added to winnings box

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Win-a-Mil Test Player

Balance	R 925.925.93	Gold	R 925.925.93	Winnings	R 20.00
Current Value	R 925.925.93	Total Lines		Wager Amount	R 96.00
O/E Wager	R 0.00	Active Lines	24	O/E Winnings	R 0.00

< ECard Number: 1 >

Goal	R 925.925.93
Current Value	R 925.925.93
Wager per Line	100
Wager Amount	R 96.00
Total Lines	24
Active Lines	24

44

44.2

24.2

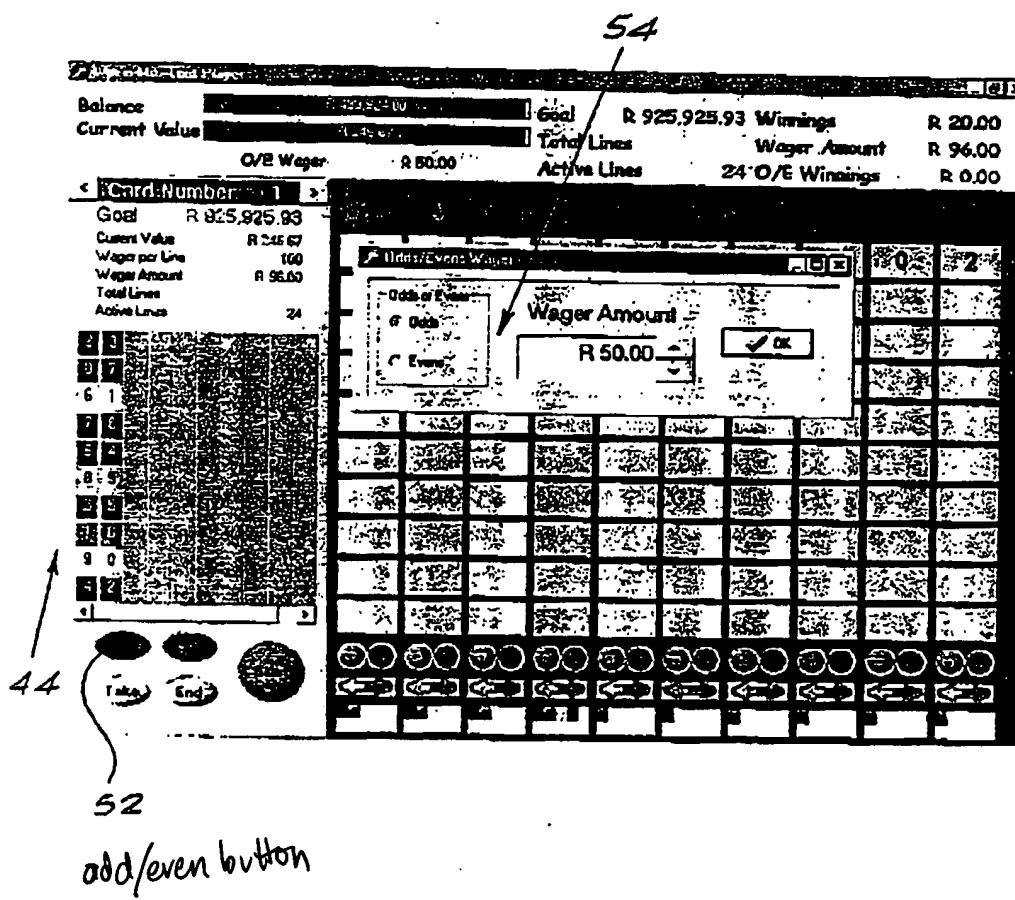
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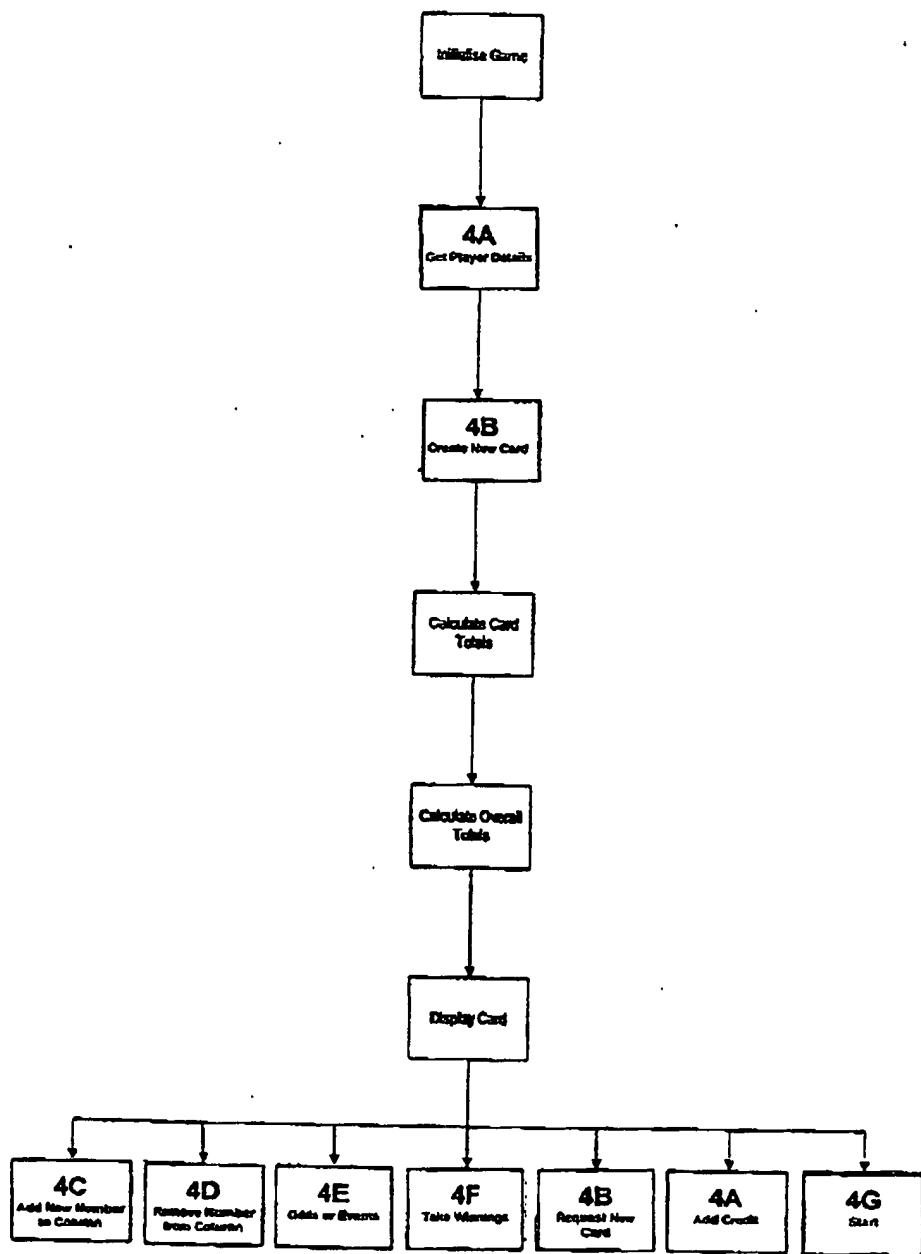
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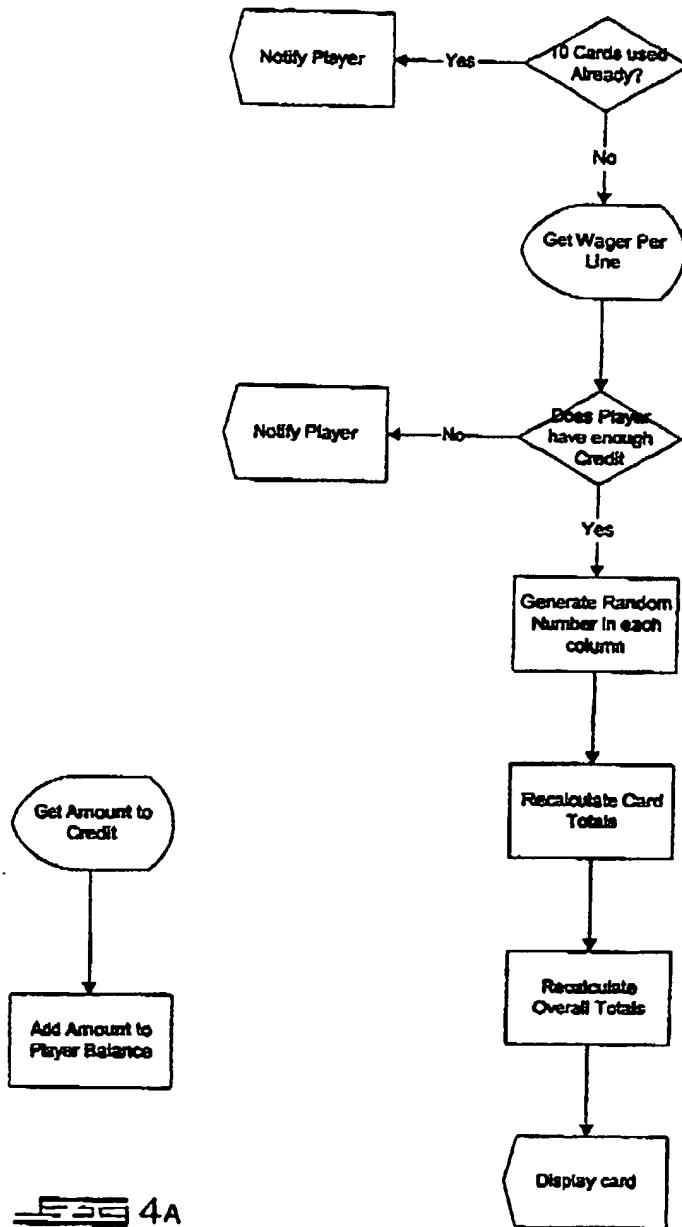
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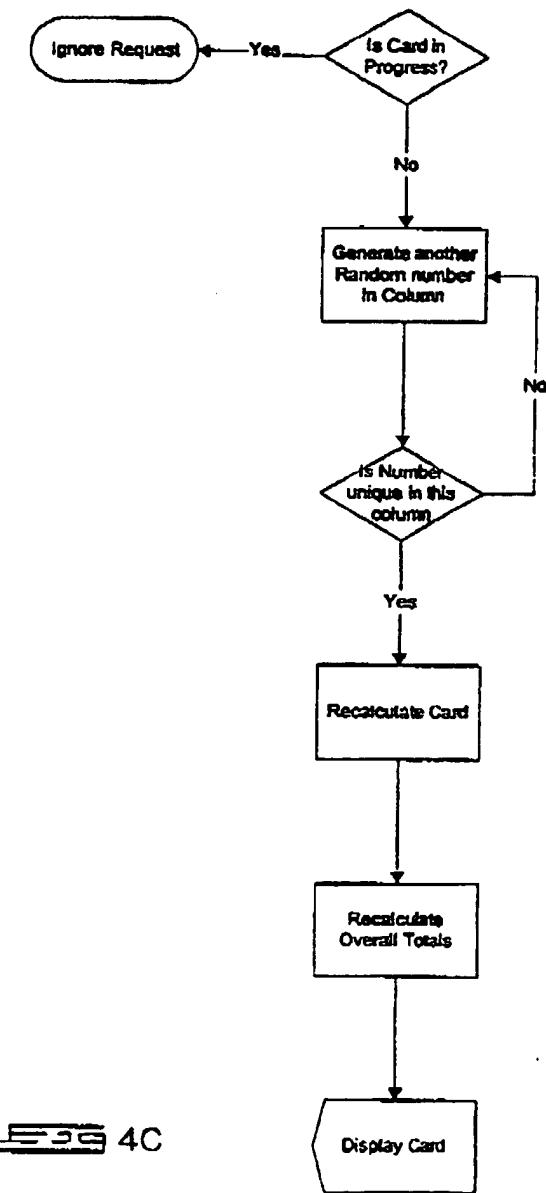
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4A

4B

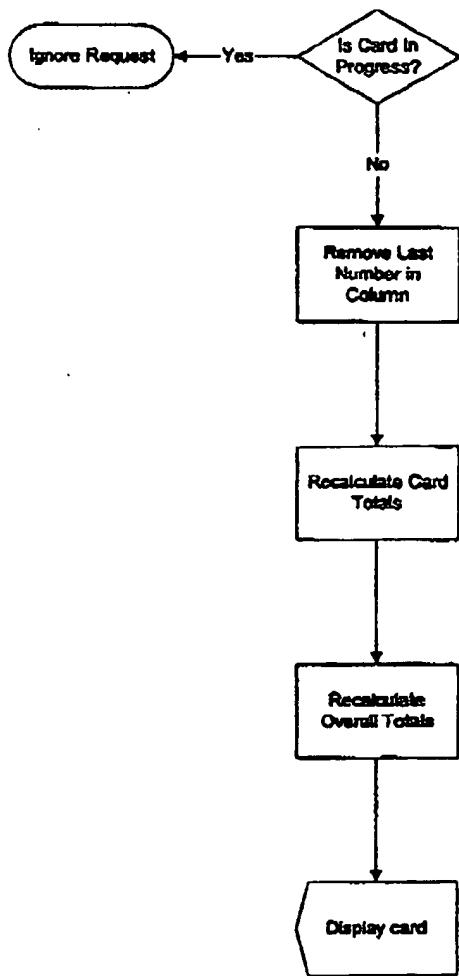
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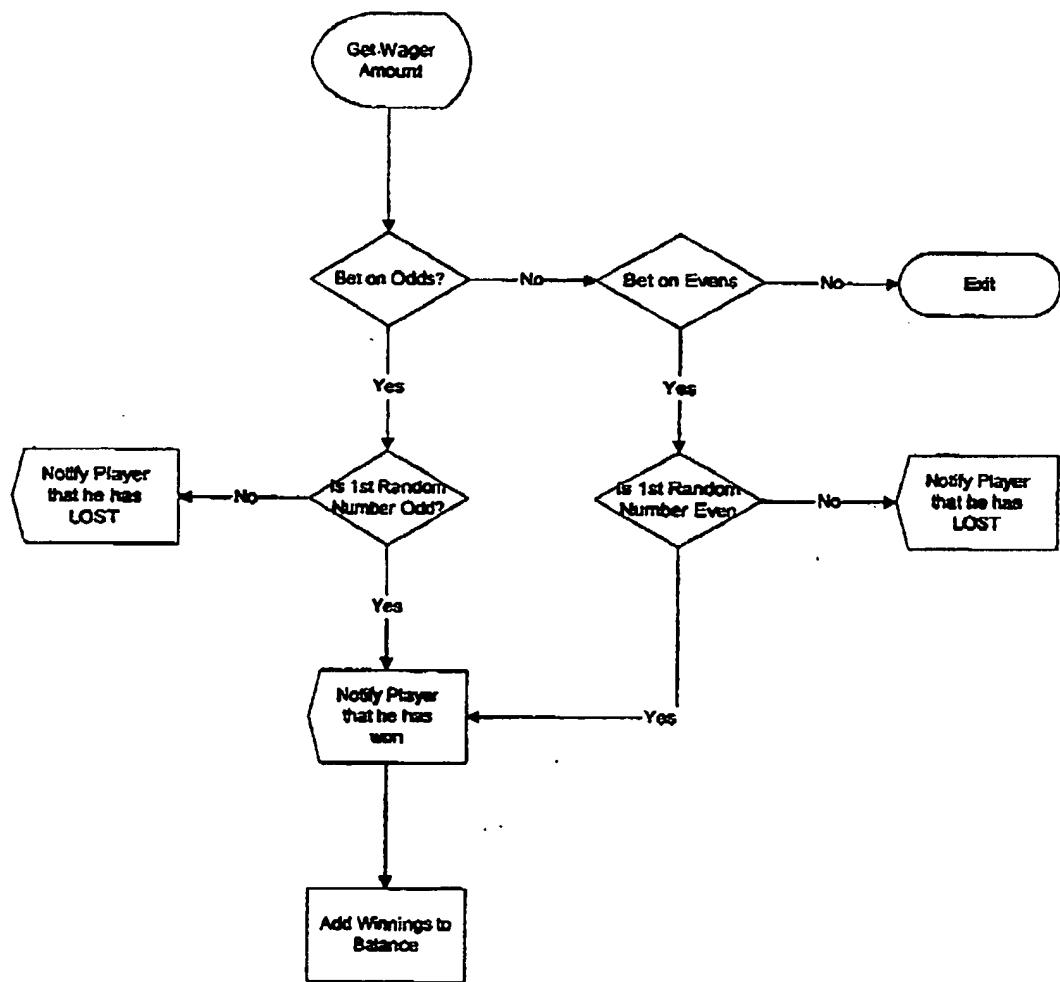
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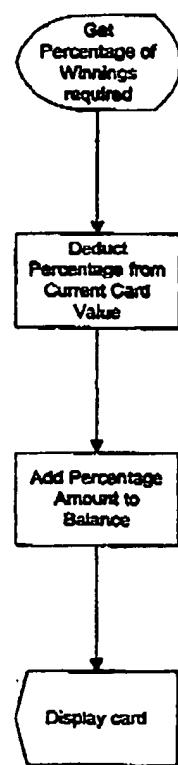
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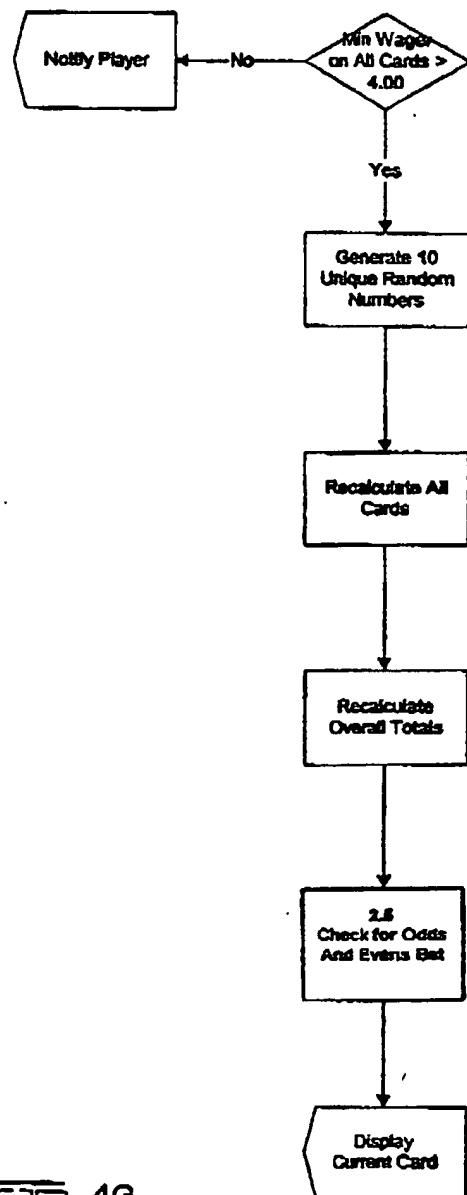


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PATENT COOPERATION TREATY

PCT

INTERNATIONAL SEARCH REPORT

(PCT Article 18 and Rules 43 and 44)

Applicant's or agent's file reference PA103645/PCT	FOR FURTHER ACTION see Notification of Transmittal of International Search Report (Form PCT/ISA/220) as well as, where applicable, item 5 below.	
International application No. PCT/IB 00/01402	International filing date (day/month/year) 02/10/2000	(Earliest) Priority Date (day/month/year) 30/09/1999
Applicant ZOCK, Joe		

This International Search Report has been prepared by this International Searching Authority and is transmitted to the applicant according to Article 18. A copy is being transmitted to the International Bureau.

This International Search Report consists of a total of 3 sheets.

It is also accompanied by a copy of each prior art document cited in this report.

1. Basis of the report

- a. With regard to the **language**, the international search was carried out on the basis of the international application in the language in which it was filed, unless otherwise indicated under this item.

- the international search was carried out on the basis of a translation of the international application furnished to this Authority (Rule 23.1(b)).
- b. With regard to any **nucleotide and/or amino acid sequence** disclosed in the international application, the international search was carried out on the basis of the sequence listing :
- contained in the international application in written form.
 - filed together with the international application in computer readable form.
 - furnished subsequently to this Authority in written form.
 - furnished subsequently to this Authority in computer readable form.
 - the statement that the subsequently furnished written sequence listing does not go beyond the disclosure in the international application as filed has been furnished.
 - the statement that the information recorded in computer readable form is identical to the written sequence listing has been furnished

2. **Certain claims were found unsearchable** (See Box I).

3. **Unity of invention is lacking** (see Box II).

4. With regard to the **title**,

- the text is approved as submitted by the applicant.
- the text has been established by this Authority to read as follows:

5. With regard to the **abstract**,

- the text is approved as submitted by the applicant.
- the text has been established, according to Rule 38.2(b), by this Authority as it appears in Box III. The applicant may, within one month from the date of mailing of this international search report, submit comments to this Authority.

6. The figure of the **drawings** to be published with the abstract is Figure No.

- as suggested by the applicant.
- because the applicant failed to suggest a figure.
- because this figure better characterizes the invention.

1

None of the figures.

INTERNATIONAL SEARCH REPORT

International Application No

PCT/EP 00/01402

A. CLASSIFICATION OF SUBJECT MATTER

IPC 7 G07F17/32

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 7 G07F A63F

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practical, search terms used)

EPO-Internal

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category °	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	WO 98 55191 A (SHUFFLE MASTER INC) 10 December 1998 (1998-12-10) page 9, line 19 – line 37	1,9,16
A	page 11, line 8 – line 23 page 12, line 26 –page 13, line 10 claim 1; figures 3-7 ---	2-8, 10-15, 17,18
A	US 5 797 794 A (ANGELL ROBERT C) 25 August 1998 (1998-08-25) column 3, line 53 -column 4, line 18 claim 1; figure 2 ---	1,9,16
A	US 5 935 002 A (FALCIGLIA SAL) 10 August 1999 (1999-08-10) column 1, line 55 -column 2, line 27 abstract; claim 1; figures 1,4 ---	1,9,16
		-/-

Further documents are listed in the continuation of box C.

Patent family members are listed in annex.

° Special categories of cited documents :

- *A* document defining the general state of the art which is not considered to be of particular relevance
- *E* earlier document but published on or after the international filing date
- *L* document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)
- *O* document referring to an oral disclosure, use, exhibition or other means
- *P* document published prior to the international filing date but later than the priority date claimed

T later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

X document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

Y document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art.

& document member of the same patent family

Date of the actual completion of the international search

Date of mailing of the international search report

12 January 2001

19/01/2001

Name and mailing address of the ISA

European Patent Office, P.B. 5818 Patentlaan 2
NL - 2280 HV Rijswijk
Tel. (+31-70) 340-2040, Tx. 31 651 epo nl,
Fax: (+31-70) 340-3016

Authorized officer

Reule, D

INTERNATIONAL SEARCH REPORTInternational Application No
PCT/GB 00/01402**C.(Continuation) DOCUMENTS CONSIDERED BE RELEVANT**

Category	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	WO 80 02512 A (TELE VEND INC ;SYSTEM OPERATIONS INC (US)) 27 November 1980 (1980-11-27) abstract; figure 1 -----	1,9,16

INTERNATIONAL SEARCH REPORT

Information on patent family members

International Application No

PCT/GB 00/01402

Patent document cited in search report	Publication date	Patent family member(s)			Publication date
WO 9855191	A 10-12-1998	AU 7813798 A	EP 0923408 A	ZA 9804907 A	21-12-1998 23-06-1999 29-12-1998
US 5797794	A 25-08-1998	AU 715605 B	AU 4817497 A	WO 9816284 A	03-02-2000 11-05-1998 23-04-1998
US 5935002	A 10-08-1999	US 5647798 A	AU 5304596 A	CA 2214377 A	15-07-1997 02-10-1996 19-09-1996
WO 8002512	A 27-11-1980	JP 11501842 T	WO 9628798 A		16-02-1999 19-09-1996
		EP 0028652 A			20-05-1981

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PATENT COOPERATION TREATY

PCT

REC'D 14 NOV 2001

INTERNATIONAL PRELIMINARY EXAMINATION REPORT

(PCT Article 36 and Rule 70)

Applicant's or agent's file reference PA103645/PCT	FOR FURTHER ACTION	See Notification of Transmittal of International Preliminary Examination Report (Form PCT/IPEA/416)
International application No. PCT/IB00/01402	International filing date (<i>day/month/year</i>) 02/10/2000	Priority date (<i>day/month/year</i>) 30/09/1999
International Patent Classification (IPC) or national classification and IPC G07F17/32		
Applicant ZOCK, Joe		
<p>1. This international preliminary examination report has been prepared by this International Preliminary Examining Authority and is transmitted to the applicant according to Article 36.</p> <p>2. This REPORT consists of a total of 7 sheets, including this cover sheet.</p> <p><input type="checkbox"/> This report is also accompanied by ANNEXES, i.e. sheets of the description, claims and/or drawings which have been amended and are the basis for this report and/or sheets containing rectifications made before this Authority (see Rule 70.16 and Section 607 of the Administrative Instructions under the PCT).</p> <p>These annexes consist of a total of sheets.</p>		
<p>3. This report contains indications relating to the following items:</p> <ul style="list-style-type: none"> I <input checked="" type="checkbox"/> Basis of the report II <input type="checkbox"/> Priority III <input checked="" type="checkbox"/> Non-establishment of opinion with regard to novelty, inventive step and industrial applicability IV <input type="checkbox"/> Lack of unity of invention V <input checked="" type="checkbox"/> Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement VI <input type="checkbox"/> Certain documents cited VII <input checked="" type="checkbox"/> Certain defects in the international application VIII <input type="checkbox"/> Certain observations on the international application 		

Date of submission of the demand 26/04/2001	Date of completion of this report 12.11.2001
Name and mailing address of the international preliminary examining authority:  European Patent Office D-80298 Munich Tel. +49 89 2399 - 0 Tx: 523656 epmu d Fax: +49 89 2399 - 4465	Authorized officer van der Haegen, D Telephone No. +49 89 2399 2683



**INTERNATIONAL PRELIMINARY
EXAMINATION REPORT**

International application No. PCT/IB00/01402

I. Basis of the report

1. With regard to the **elements** of the international application (*Replacement sheets which have been furnished to the receiving Office in response to an invitation under Article 14 are referred to in this report as "originally filed" and are not annexed to this report since they do not contain amendments (Rules 70.16 and 70.17)*):

Description, pages:

1-11 as originally filed

Claims, No.:

1-18 as originally filed

Drawings, sheets:

1/18-18/18 as originally filed

2. With regard to the **language**, all the elements marked above were available or furnished to this Authority in the language in which the international application was filed, unless otherwise indicated under this item.

These elements were available or furnished to this Authority in the following language: , which is:

- the language of a translation furnished for the purposes of the international search (under Rule 23.1(b)).
- the language of publication of the international application (under Rule 48.3(b)).
- the language of a translation furnished for the purposes of international preliminary examination (under Rule 55.2 and/or 55.3).

3. With regard to any **nucleotide and/or amino acid sequence** disclosed in the international application, the international preliminary examination was carried out on the basis of the sequence listing:

- contained in the international application in written form.
- filed together with the international application in computer readable form.
- furnished subsequently to this Authority in written form.
- furnished subsequently to this Authority in computer readable form.
- The statement that the subsequently furnished written sequence listing does not go beyond the disclosure in the international application as filed has been furnished.
- The statement that the information recorded in computer readable form is identical to the written sequence listing has been furnished.

4. The amendments have resulted in the cancellation of:

- the description, pages:
- the claims, Nos.:

**INTERNATIONAL PRELIMINARY
EXAMINATION REPORT**

International application No. PCT/IB00/01402

the drawings, sheets:

5. This report has been established as if (some of) the amendments had not been made, since they have been considered to go beyond the disclosure as filed (Rule 70.2(c)).
(Any replacement sheet containing such amendments must be referred to under item 1 and annexed to this report.)

6. Additional observations, if necessary:

- III. Non-establishment of opinion with regard to novelty, inventive step and industrial applicability**
1. The questions whether the claimed invention appears to be novel, to involve an inventive step (to be non-obvious), or to be industrially applicable have not been examined in respect of:
 the entire international application.
 claims Nos. 2-7, 9-18.

because:

- the said international application, or the said claims Nos. 2-7, 9-18 relate to the following subject matter which does not require an international preliminary examination (specify):
see separate sheet
- the description, claims or drawings (indicate particular elements below) or said claims Nos. are so unclear that no meaningful opinion could be formed (specify):
- the claims, or said claims Nos. are so inadequately supported by the description that no meaningful opinion could be formed.
- no international search report has been established for the said claims Nos. . .

2. A meaningful international preliminary examination cannot be carried out due to the failure of the nucleotide and/or amino acid sequence listing to comply with the standard provided for in Annex C of the Administrative Instructions:

- the written form has not been furnished or does not comply with the standard.
 the computer readable form has not been furnished or does not comply with the standard.

- V. Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement**

1. Statement

Yes: Claims

Novelty (N)

**INTERNATIONAL PRELIMINARY
EXAMINATION REPORT**

International application No. PCT/IB00/01402

Inventive step (IS) No: Claims 1, 8
 Yes: Claims
 No: Claims 1, 8

Industrial applicability (IA) Yes: Claims 1, 8
 No: Claims

2. Citations and explanations
see separate sheet

VII. Certain defects in the international application

The following defects in the form or contents of the international application have been noted:
see separate sheet

**INTERNATIONAL PRELIMINARY
EXAMINATION REPORT - SEPARATE SHEET**

International application No. PCT/IB00/01402

Re Item III

Non-establishment of opinion with regard to novelty, inventive step and industrial applicability

1. Given that claims 2-7 are formulated in terms of commonplace features relating to the technological implementation of game rules, no technical problem which might potentially have required an inventive step to overcome, could be established. Therefore, no examination was carried out for said claims (Article 34(4)(a)(i) PCT and Rule 67.1(iii) PCT).
2. Claims 9-15 relate to a method of playing a game. No examination is required to be carried out according to Rule 67.1(iii) PCT.
3. Claims 16-18 relate to a mere presentation of information, ie. a gaming ticket with 3 zones containing gaming information. No examination is required to be carried out according to Rule 67.1(v) PCT.

Re Item V

Reasoned statement under Article 35(2) with regard to novelty, inventive step or industrial applicability; citations and explanations supporting such statement

1. Reference is made to the following document :

D1: WO 98 55191 A (SHUFFLE MASTER INC) 10 December 1998.
2. **Article 33(2) PCT**

2.1 Document D1, which is considered to represent the most relevant state of the art, discloses (see eg. figures 1 and 2; page 9, line 1 - page 13, line 12) a video wagering device for playing a game, the system comprising :
 - fund acceptance means (16),
 - fund delivery means (22) responsive to the outcome of the game,
 - user interface means (18),

- game control means (20) responsive to the fund acceptance means (22) and including generator means (see eg. figures 5-6) suitable for generating a plurality of winning object strings from a set of objects and
- game display means (14) controlled by the game control means (20), the game display means including means for generating a plurality of legs (see eg. figure 4),

wherein

- the game control means (20) is arranged to compute a pay-out in the event of a predetermined correlation existing between the at least one drawn object and the winning object-string in respect of a particular leg and
- the game control means (20) is arranged to allow the player selectively to progress to the next leg.

- 2.2 The interactive computer-based gaming system does not differ from the video wagering device disclosed in D1. The subject-matter of claim 1 is therefore not new.
- 2.3 The features introduced by the subject-matter of dependent claim 8 are known from D1 (see eg. page 3, lines 36-38) and do not, therefore, add any matter to claim 1 that renders it novel.

3. Article 33(4) PCT

The subject-matter of claims 1 and 8 is industrial applicable.

Re Item VII

Certain defects in the international application

1. Contrary to the requirements of Rule 5.1(a)(ii) PCT, the relevant background art disclosed in the document D1 is not mentioned in the description, nor is this document identified therein.
2. Independent claim 1 is not in the two-part form in accordance with Rule 6.3(b)

**INTERNATIONAL PRELIMINARY
EXAMINATION REPORT - SEPARATE SHEET**

International application No. PCT/IB00/01402

PCT.

3. The features of the claims are not provided with reference signs placed in parentheses (Rule 6.2(b) PCT).